

SEGA

# LUNAR™

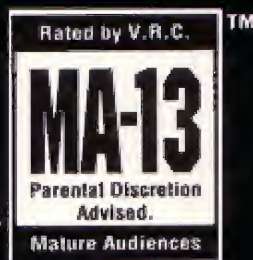
THE SILVER STAR



*Working Designs Ultra Series*



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FOR PLAY ON THE SEGA CD™ SYSTEM.

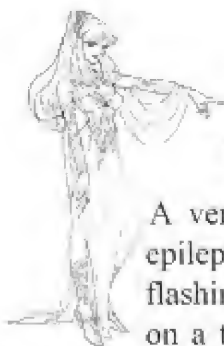




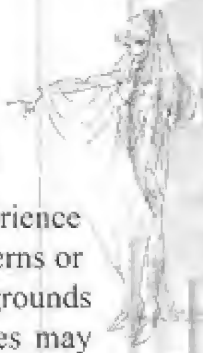
We are glad that you have chosen *LUNAR: The Silver Star* for play on your Sega CD™ System. We hope that you will continue to enjoy this and our other products for the Sega CD™ System. Due in part to your overwhelming requests for a "classic style" RPG, this game now rests in your hands. Please continue to tell us what **YOU** want, because we are always interested in what **YOU** think of our games and what games **YOU** would like to see released in this country. Please drop us a line so we can bring you the best!

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- This Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - **IMMEDIATELY** discontinue use and consult your physician before resuming play.

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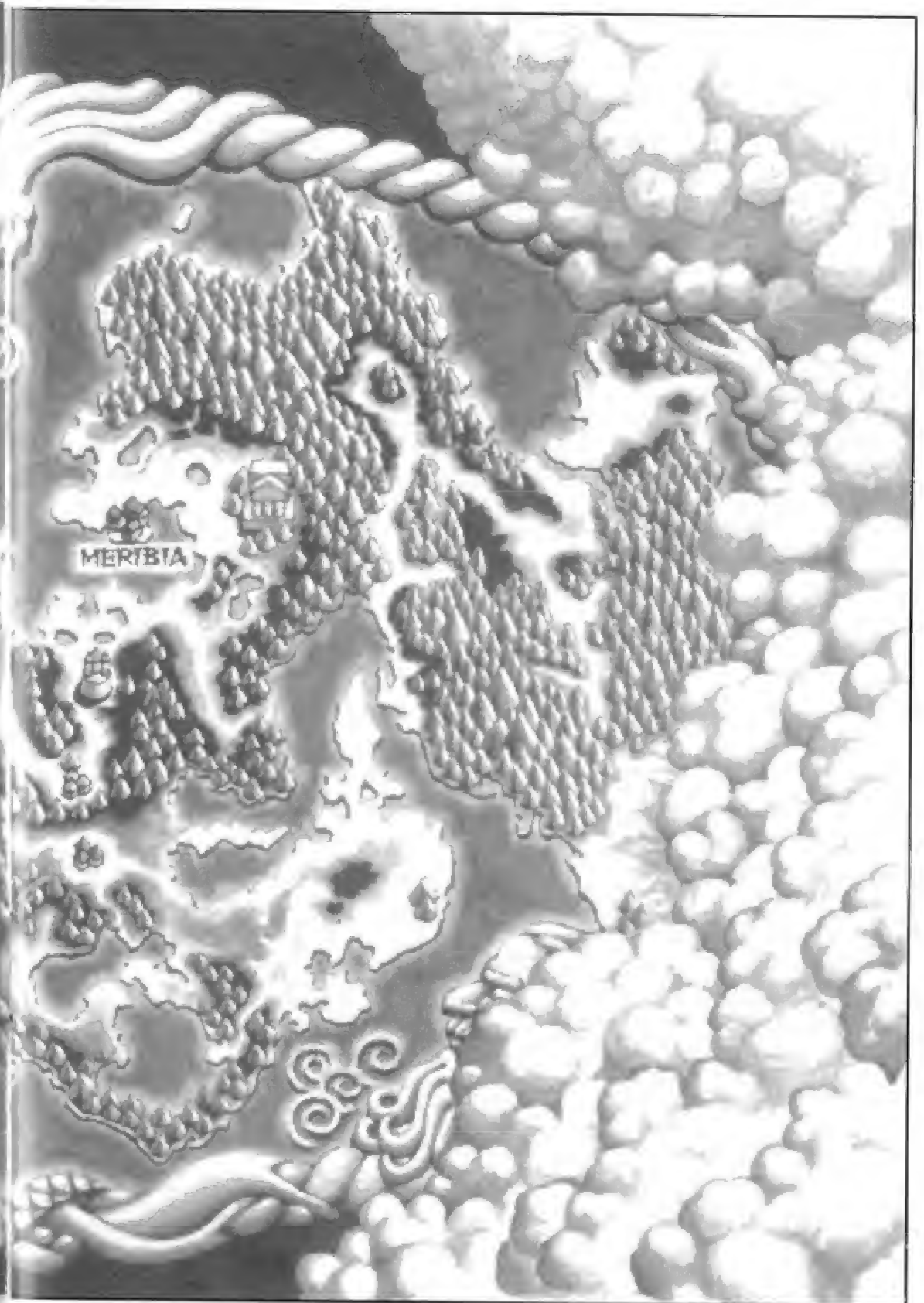
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# LUNAR™

THE SILVER STAR

Lunar is a spectacular world filled with magic. Once, long ago, it was threatened with extinction by an evil force. At that time, four heroes arose and saved the world. The legend of these four heroes inspires many boys and girls, even today.

Alex is no different than any other kid his age. He has friends, three to be exact: Ramus the rotund dreamer. Nall, his constant companion (and the rumored offspring of a white dragon). And Luna, the orphan that Alex's parents took in.

Alex dreams of taking his friends on fantastic adventures like his hero, Dragonmaster Dyne. Dyne, one of the four heroes, died while trying to save the land from the Black Dragon, who had gone insane. A monument in his memory is erected just outside of Alex's village of Burg.

Alex visits Dyne's memorial nearly every day and dreams of the day he too will be able to go on an exciting journey. Just once, he longs to know how it feels to have that rush of adrenaline when facing off against life-threatening danger. Soon, much sooner than he knows, Alex will have the chance to find out...

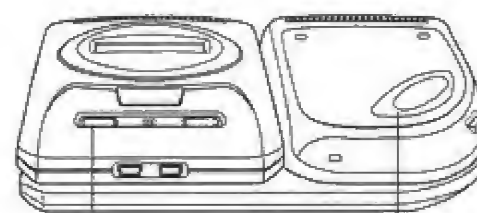


## Starting the Game

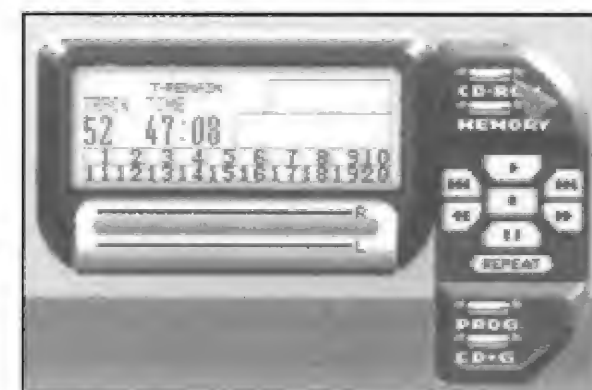
Before you turn on your Sega-CD<sup>2</sup> make sure it is properly connected according to the Sega-CD<sup>2</sup> instructions. Insert the LUNAR CD into the CD tray (label facing up) and then close the CD compartment. Next, choose CD-ROM on the menu screen and then the opening animation will begin. If the unit fails to function correctly, turn it off. Check to see if the Sega-CD<sup>2</sup> is connected properly and then try again.

When you have finished playing, select SAVE before turning your Sega-CD<sup>2</sup> off. Make sure you turn off your Sega-CD<sup>2</sup> before you try to remove the LUNAR CD. Note: The loading instructions for the original Sega-CD are slightly different, so please consult your owners manual.

### SEGA-CD<sup>2</sup> System



Power Switch  
CD Compartment



### Starting LUNAR

When the Title Screen appears you can push the START button to select either START or CONTINUE.

#### ★ START

If you are playing LUNAR for the first time you will need to choose this option.

#### ★ CONTINUE

After selecting this option the Load Screen will appear. You may then select which data file to load.

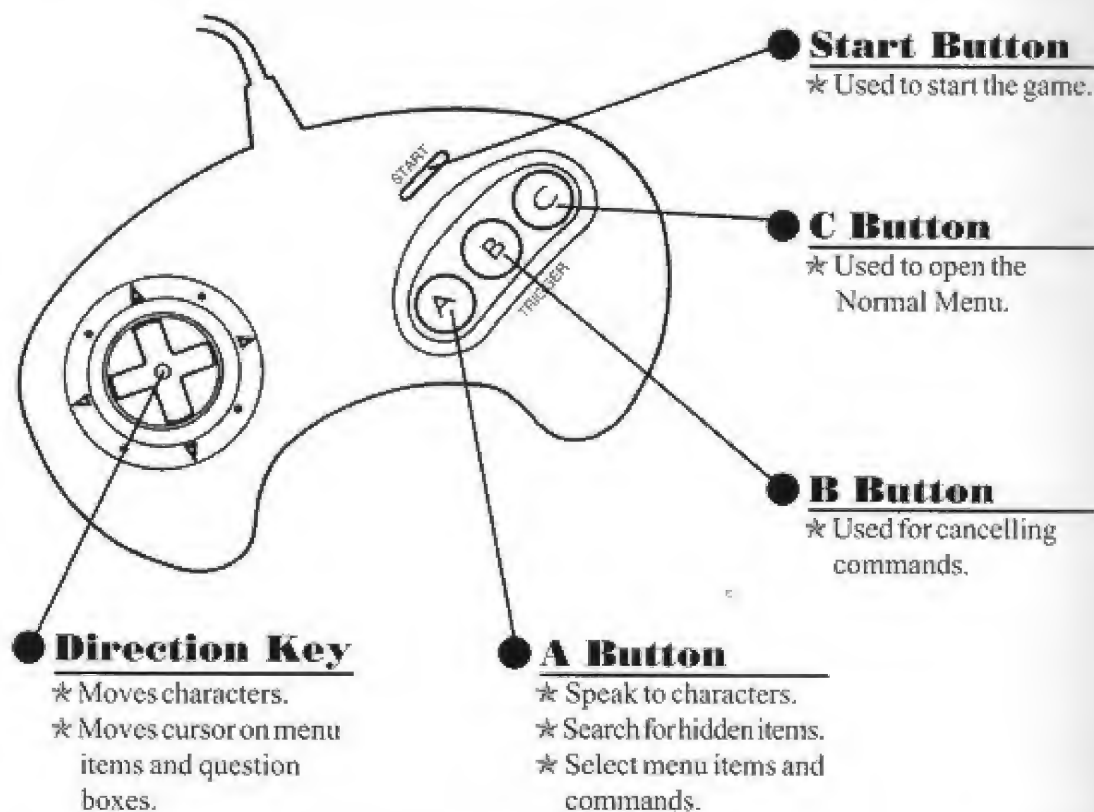


2:MERIBIA

LOAD DATA  
DELETE DATA

**Warning!** If your backup (game save) RAM in the CD unit is full, you will not be able to save the game. Make sure you have sufficient space before you begin playing LUNAR.

In an "empty" Sega-CD unit, there is room for three LUNAR save locations. If you already have other game save data in Backup Ram, you may have less than three save slots available for LUNAR.



Alex dreams of one day becoming a Dragonmaster like his hero, Dyne. But, in order to fulfill his dream he must leave behind all that he holds dear, including his sweetheart Luna. Much more is in store for him than he realizes. *Hopefully he'll live long enough to tell about it!*

When Alex was a small child a mysterious man gave his father this strange, winged, catlike creature that unfortunately grew up with a bad attitude. He tends to get Alex into a lot of trouble by smarting off at the wrong time. *But, he'll get what's coming to him...sooner or later!*







Alex's parents have taken care of Luna since she was a child. She is Alex's childhood sweetheart, though she'll never admit it. No one can match the power of her magical songs. Like most adolescents her age she has many unanswered questions about herself. *Unfortunately, they're about to be answered...*



Ramus is the son of the Village Elder in Burg and Alex's friend. He hopes that Alex will one day get over his fascination with Dragonmaster Dyne. His one ambition in life is to become filthy rich. He wants it all: fast horses, expensive food, and beautiful women. *It's Ramus' craving for fame and fortune that starts Alex's adventure.*



This extremely overconfident magician's apprentice is an understudy to the powerful magician Ghaleon, of Vane. If he isn't studying for his latest exam at the academy, he can be found trying to impress the woman of his dreams, Mia. *Too bad Nash isn't as successful at trying to win Mia's heart as he is with magic.*



Mia is the daughter of Lemia, one of the four heroes, and leader of the city of Vane. Lemia has protected Mia from the outside world so much that she is oblivious to the joys and hardships found in the world below. Despite her mild nature she is actually a very powerful magician. *But, if she could learn one new magic trick it would be making Nash disappear.*

# Cast of LUNAR: The Silver Star



Kyle

After winning the approval of Master Mel of Meribia, Kyle was put in charge of protecting the Nanza Barrier. Despite his rather young age he is a master swordsman and well respected by his loyal followers. He can't help but find himself attracted to Jessica even though she can't stand his male chauvinistic ways. He only has one flaw, *his ego!*

Jessica is the daughter of Master Mel who is one of the legendary four heroes, and current governor of Meribia. As an apprentice to a shaman, she has especially strong healing power. Do not let the sweetness that she displays around her father fool you, she is a very brave and independent woman. She is at constant odds with Kyle, hoping that one day he will treat all women as equals. *(Yeah, right.)*

Jessica



# Normal Menu



By pressing the C button you can open the Normal Menu. You will then be able to check character status, use equipment or magic, save and load games, and change artificial intelligence options. By moving the direction key right or left you can select the different characters in your party.

## MAGIC

Upon selecting this command, the magic the character has learned is displayed. The magic written in white letters can be used, while the magic written in blue letters means that either there is not enough MP available or that this magic is only available during combat. Characters learn more magic as they gain levels.



## EQUIP

Used to move weapons, protective gear, and items for characters from the group inventory to each character's personal inventory. The character's current equipment and the equipment in the group inventory will be displayed.

To equip a character's weapon, place the cursor over the desired equipment in the group inventory, then press the A button. The equipment will then be placed in the character's inventory.



To remove an item, place the cursor on the item in the character's inventory, then press the A button. The item will then be placed back into the group inventory.

Note: After opening the equipment menu for one character you may change to another character by pressing the C button.

## ITEM

Select this to use items. The individual and group inventory will be displayed. To use an item, place the cursor on the item and push the A button. There are certain items that can only be used during combat. To make them available during combat, go to the EQUIP option and place them into a character's personal inventory before a battle.



## STATUS

### STATUS

Displays a character's current condition.



Press right for more status info.



### MAX HP

Maximum Hit Points for current level.

### MAX MP

Maximum Magic Points for current level.

### ATK PWR

Attack Power. Current level of attack.

### DEF PWR

Defensive Power. Current level of defense.

### AGILITY

Speed at which a character can react during a battle. The higher the number the faster his reaction will be.

### ANTI-MAGIC

A character's ability to fight off deadly magic spells.

### # OF ATTACKS

Number of Attacks. How many times your character can attack consecutively in each round.

### # OF MOVES

The distance you can move during combat.

### CURR HP

Hit Points. This displays the character's current Hit Points.

### CURR MP

Magic Points. This displays the character's current Magic Points.

### EXP POINTS

Experience Points earned so far. Every time an enemy is defeated you will earn experience points. When this reaches a certain number, your character will raise to the next level. The character's ability levels will also increase.

### EXP TO NEXT LEVEL

The number of experience points necessary to advance to the next level.

## STATUS

### EQUIP

Allows you to see a character's personal inventory. You *cannot* change your character's equipment from this window.

## STATUS

### MAGIC

This allows you to see the magic that the character has learned. You *cannot* use magic from this option.

## MAGIC

## EQUIP

## ITEM

## STATUS

## AI

## AI

Artificial Intelligence. You can choose whether the computer can use items and magic automatically in combat when you choose "AI" from the battle menu. You can choose "AI" for each character according to the instructions on the screen.

### ● Nall's Options

The following commands are exclusive to Nall. Since Nall does not engage in combat during the game, his options are used to save and load games, change the order of characters, and to drop unnecessary items.



## SAVE

You can save your game just about anytime during the game, except in certain places (i.e. inside houses). Usually there are three different data slots provided for you to place your saved game data. (See warning on Pg. 5.)

## LOAD

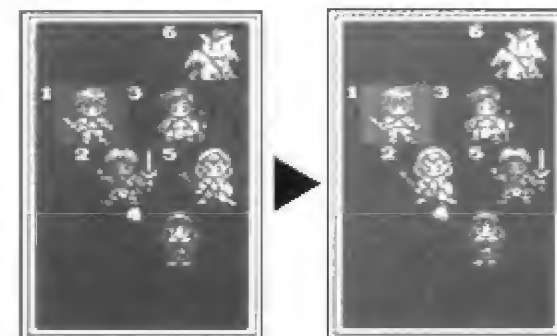
Allows you to load a previously saved game. To load a saved game, place the cursor over the data file and press the A button.

## DROP

Allows you to discard items of the party. There are certain items that cannot be disposed of. Remember, once an item is discarded it cannot be retrieved. *Use this command with caution!*

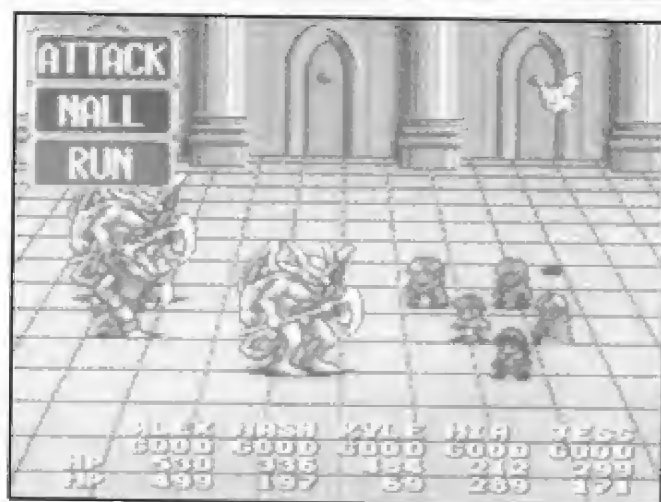
## ORDER

This command allows you to change the battle formation of your party. Use the direction key to choose two characters you want to move, press the A button and they will swap places. The closer a character is placed to the front of the battle formation the more likely it is that they will get hit, *so it is advisable that you arrange your party according to their HP level.*





# Combat Menu



While walking on the overhead map or after entering a dungeon, you will be attacked by different monsters. As battle begins, the combat menu will appear. Your success during combat is dependent on how well you understand these commands.

A character's current condition is listed below their names. There are five different states your character can be in.

- GOOD** Normal state.
- PSON** Poisoned.
- DAZE** Dazed. In this condition the character is not able to tell friend from foe.
- SLEP** Asleep. Renders a character unconscious and unable to attack the enemy.
- FREZ** Frozen. Causes paralysis to set in. The character is unable to move.



By selecting this option you will be able to fight it out with the enemy. You will then be given the following six options.



Artificial Intelligence. The computer will decide which enemy your character will fight against judging by their own unique personality and the situation. Select this command by pushing the A button.



Used to attack enemies directly. Use the direction key to select which enemy you are going to attack, then press the A button.



A list of magic that the character has learned is displayed. Place the cursor on the magic you wish to use and then press the A button. You will then need to decide who to use the magic on and then execute that magic by pressing the A button. *Magic written in blue letters cannot be used.*



Allows you to select an item to use. Place the cursor on the item and then press the A button. You will only be able to use the tools that are in the characters' inventory. Tools that are not highlighted *cannot* be used.



Flee from enemy attacks. The character will run around the screen trying to avoid attacks. If they survive they will still be able to earn experience points even though not engaging in combat!



Run away from the battle. The character will try to retreat from the battle and will not earn any experience points.

**NALL**

Nall will tell you which monsters you have just encountered and what your chances for success are.

**RUN**

Allows you to retreat from the battle. You *cannot* run away from all enemies. Use this option sparingly, without engaging in combat you will not be able to raise levels!

## After being defeated in battle.

If all of the members of the quest party are killed in a battle, the following screen will appear. You can choose to continue from the checkpoint you passed or load from a save position.



**START AT CHECKPOINT.**  
**LOAD**

The checkpoint may be far from where you died. To avoid this setback, save frequently. *Remember, save is your best friend.*

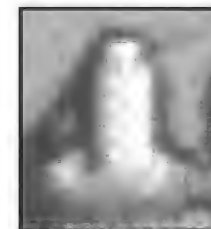


## Helpful Hint

Make sure that you talk to everyone before leaving a village. Most of the townsfolk have more than one thing to say, it is advisable that you talk to them more than once.

## Stone Monuments and Stone Circles.

As you travel from town to town you can recover Hit Points at the Stone Monuments and Magic Points at the Stone Circles by pressing the A button when you get close to them.



Stone Monument.

## Weapons

During the game there are different shops in which you can buy and sell various kinds of weapons, armor, and items. The following pages contain brief summaries of many different types of weapons, armor and items that you'll receive during this game.



### Dagger

This small dagger has a very low attack level. But, most characters can use it.



### Axe

Originally used to chop wood. Now used to hack monster skulls in two.



### Boomerang

Originally developed by a nomadic tribe for hunting, this handy device will make mince-meat out of small monsters.



### Long Sword

The slender blade and light handle makes this easy to use. In the right hands, it can be a very powerful weapon.



### Magic Bullet

You can kill enemies with ease by shooting this bullet that will explode on impact. Ideal for characters with low attack power.



### Claw

Designed especially for close combat. It was patterned after the claw of an animal.



### Sling

Very effective in battle, especially when you want to keep some distance between you and the enemies.

## Protective Gear

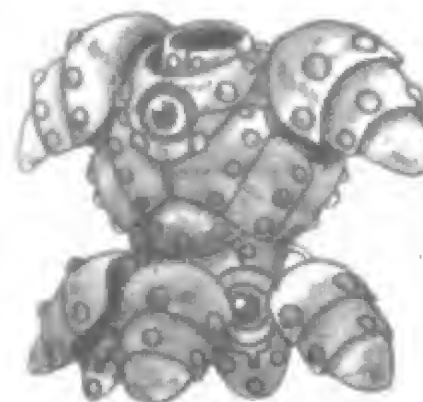


### Heavy Clothes

These durable clothes are worn by travelers for protection from the elements. They offer low protection in battle.

### Leather Clothes

Low protective power, however, anybody can wear these.

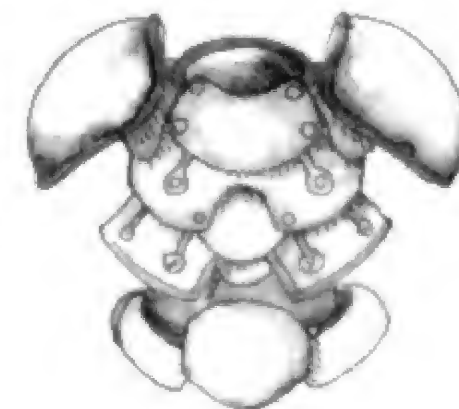


### Carapace Armor

This armor offers good protection from enemy attacks. It is made by fusing together the shells from bizarre creatures that live on the southern continent.

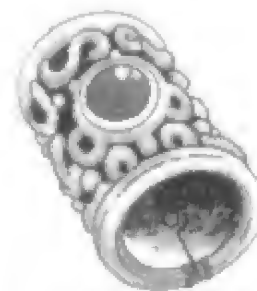
### Iron Armor

Offers good protection from close attacks. Since it is made from iron plates that are riveted together, it is a bit heavy and cumbersome.



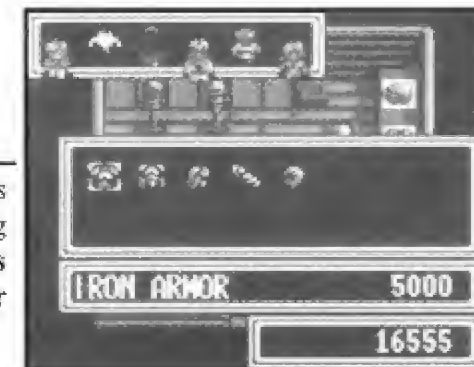
### Bracelet

Used to identify all those who study magic. It is believed that the Goddess Althena protects those that wear it.



### Shops

In the world of LUNAR the monetary unit is silver. You will receive money after defeating monsters. Characters that face backwards when highlighting weapons or protective gear at the shops *cannot* use those items.







**Mint Essence**

With its strong musky scent it helps allies regain consciousness from sleep and confusion. Also works as a great cologne.



**Herb**

This herb can be used to recover the HP of Alex and his friends. However, its healing power is quite low.



**Holy Water**

This will neutralize the poison from monsters if it is sipped or applied to wounds.



**Jasmine**

It has a better and stronger healing power than the herb. Soothing in most situations.



**Rainbow Drops**

By using the brilliance of the Rainbow you can cancel direct attacks from enemies.



**Starlight**

By gathering the magic power present in the air and adding mystical power to it you can recover some MP.



**Sun Drops**

The light from the sun causes this bottle to explode creating a blaze of fire around enemies.



**Cloud Drops**

The cloud mist contained inside this vial reduces the enemy's protective power.



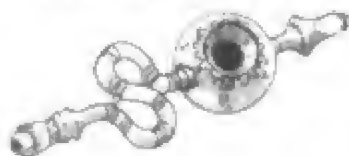
**Vigor Peach**

This very rare and precious fruit greatly recovers the HP of all party members.



**Rations**

These rations will recover the HP of all those in your party. However, you cannot use it during battle, because there's no time for a picnic when the vile tribe moves in.



**Holy Flute**

By playing this flute the HP of all the party members will be recovered. Unfortunately, it was made in Meryod and will break after one use.



**Power Barrier**

This magic barrier absorbs direct attacks from enemies.



**Light Barrier**

This cancels the magic attacks of an enemy with its own magical light.



In the world of LUNAR there are many different branches of magic to master. Alex and his companions are each adapted to certain areas of magic. For instance, Alex's magic is mainly offensive while Jessica's magic is used for healing. Magic abilities increase when levels are gained. Below is a brief overview of some of the magics available for each character.



Name	Type	Magic Effect	Range
Blazing Fire	Fire	Causes fire to rain down	1 Enemy
Bright Blast	Fire	Light Ray with wider range	All Enemy
Calm Litany	Heal	Level 4 hit point recovery	All Allies
Flame	Fire	Throws fireballs	1 Enemy
Flame Bomb	Fire	Blazing Fire with wider range	All Enemy
Flamer	Fire	Flame with wider range	All Enemy
Light Ray	Fire	Throws fire bombs	1 Enemy
Little Litany	Heal	Level 5 hit point recovery	1 Ally
Power Litany	Heal	Level 2 hit point recovery	1 Ally



Name	Type	Skill	Range
Fastcut	Assist	Fast attack from any distance	1 Enemy
Kiai slice	Assist	Increases offensive power	Kyle
Sidestep	Assist	Forms protective barrier	Kyle
Slayride	Assist	Hyper-destructive sword slash	1 Enemy
Sprint	Assist	Doubles characters movement	Kyle

\* Since Kyle is unable to use magic, he relies on his own Ninja abilities as his defense.

# Magic

Jessica



Name	Type	Magic Effect	Range
Athena Litany	Heal	Recovers maximum hit points	All Allies
Calm Litany	Heal	Level 4 hit point recovery	All Allies
Camp Defender	Assist	Same as Holy Defender	All Allies
Cascade Litany	Assist	Increases attack power	1 Ally
Charm Defense	Assist	Delays enemy appearance	All Allies
Fusion Litany	Heal	Recovery from paralysis	All Allies
Heal Litany	Heal	Level 6 hit point recovery	All Allies
Holy Defender	Assist	Forms a protective barrier	1 Ally
Luck Litany	Assist	Causes enemies to attack each other	All Enemy
Magic Box	Assist	Prevents enemies from using magic	1 Enemy
Magic Defense	Assist	Forms a protective barrier	1 Ally
Mental Litany	Heal	Brings character to their senses	All Allies
Power Litany	Heal	Level 2 hit point recovery	1 Ally
Purity Litany	Heal	Recovery from being poisoned	1 Ally
Rest Litany	Heal	Level 7 hit point recovery	1 Ally
Tempter	Assist	Causes enemies to sleep	All Enemy

Luna



Name	Type	Song	Range
Cascade	Assist	Increases attack power	All Allies
Good Luck	Assist	Causes enemies to attack each other	1 Enemy
Healing	Heal	Level 1 hit point recovery	All Allies
Purification	Heal	Recovery from being poisoned	1 Ally
Supersonic	Assist	Attacks enemies with sound waves	All Enemy
Temptation	Assist	Causes enemies to sleep	All Enemy
Tranquility	Heal	Level 3 hit point recovery	All Allies

Magic

Nash



Name	Type	Magic Effect	Range
Thunder Attack	Wind	Throws lightning bolt	1 Enemy
Thunder Ball	Wind	Creates electrical storm	1 Enemy
Thunder Bomb	Wind	Thunder Ball with wider range	All Enemy
Thunder Fang	Wind	Blue lightning attack	1 Enemy
Thunder Thrust	Wind	More powerful than Thunder Wall	All Enemy
Thunder Thumper	Wind	Freezes enemies	All Enemy
Thunder Wall	Wind	Thunder Fang with wider range	All Enemy
Thunder Wave	Wind	Thunder Attack with wider range	All Enemy

Mia



Name	Type	Magic Effect	Range
Blizzard	Water	Creates a deadly freezing storm	All Enemy
De-Heal	Assist	Transfers enemy's hit points to Mia	1 Enemy
De-Protect	Wind	Reduces enemy's defensive ability	All Enemy
Flame Bomb	Fire	Causes fire to rain down	All Enemy
Flamer	Fire	Throws fireballs	All Enemy
Fullstone	Earth	Ghost attack	1 Enemy
Ice Attack	Water	Throws ice daggers at enemies	All Enemy
Ice Wall	Water	Moves a wall of ice at the enemy	All Enemy
Little Litany	Heal	Level 5 hit point recovery	1 Ally
Luck Litany	Assist	Causes enemies to attack each other	All Enemy
Psychotron	Assist	Escape from a dungeon	All Allies
Spill Attack	Spirit	Spirit Attack	1 Enemy
Spillter	Spirit	Spill Attack with wider range	All Enemy
Tornado	Wind	Creates a tornado	1 Enemy
Waterfall	Water	Ghost Attack	All Enemy

Magic



## Translation Notes



Whenever a game is translated from a Japanese version, the inevitable question is: "What did you change?"

Gamers are very concerned, as we are, that the original game stay intact as much as possible. We really try hard to give the American gamer the same experience the Japanese gamer had when playing the original game. In reality, we meet, and sometimes exceed, the quality of the original Japanese game.

One place where you can easily see a change (for the better) that took place is on the adjacent page.

On the left is the literal translation from Japanese of the opening song's lyrics. On the right is the completely rewritten English lyrics. As you'll notice, the Japanese version is much more "soft" and "lovey-dovie." We wanted to convey the sense of urgency found in the game itself, and if you watch the animation that accompanies the

song, you'll see how much better the English words fit the visuals. At least we hope you will. Address all hate mail to Don.

LUNAR was tremendously difficult to translate. Actually, I'd say it was the hardest we've undertaken simply due to the sheer volume of text in the game, which amounted to 4 megabytes (32 megabit!) just by itself. We had 4 translators, 3 writers, and a few proofreaders (in addition to the electronic ones on our computers!) working nearly round the clock to finish initial text translation and entry into the program code in a record 8 weeks!

Another area some of you are interested in is the recording process. Our recording studio is equipped with a 32x16 mixing board, 8 track analog recorder, 16-track analog recorder, 2 DAT recorders, plus the usual host of F/X boxes, signal modifiers, keyboards, mikes, etc. Since the recorders are analog, the audio for the animation portions of this game are AAD. The music in the game, however, is DDD.



I could probably go on for another three or four pages with this, but I've only been given one. I hope you liked this little bit of "inside info" on LUNAR's translation. If you want to know more, let us know what part of a conversion project interests you the most, and we'll try to fit it in our next game's manual.

Remember, Working Designs is *your* company, and we really are interested in what you think of the games we release. Stay in touch, okay?

Translation Notes

## Song Lyrics

### Japanese Version

When, in my dreams,  
you kiss me  
and I want to play  
the coquette to you,

I always make a wish  
to the stars.  
I want to convey  
my love "riddle" to you.

Wind,  
tell him quick how  
much I love him!

Help me confess  
my love for him!

My heart is still  
throbbing so much  
just because you left me  
and went on a journey!

<Bridge>

My heart,  
flap your wings!

Now,  
soar up  
to the heavens  
with open arms!

Reduce "eternity"  
to an "instant"  
and my heart will  
be in your arms.

Run back  
to me now  
and hug and  
kiss me!

### English Version

When all the land is peaceful  
and there is no  
real threat to us at last.

Then comes the time for love  
two hearts colliding  
into one great hymn.

But there are winds foreboding  
and there is a  
dark storm that soon will pass.

Kiss me my love, then go  
the time for  
valor has returned again.

On through the night  
Keep marching on...

Fighting  
Through the darkness  
All is evil  
still we must press on

Friendship  
forged in battle  
watch your backs now  
take heed!

<Bridge>

Come back to me....

Fighting  
Through the darkness  
All is evil  
still we must press on

Flying  
toward the power  
that enslaves us  
yet we are not done.

Racing  
toward the climax  
of the battle  
to return to love.

Valiant  
'gainst the power  
evil forces  
take heed!



# LUNAR™

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